Ajani, Outland Chaperone {1}{W}{W}

Legendary Planeswalker -- Ajani

[+1]: Create a 1/1 green and white Kithkin creature token.
[-2]: Ajani deals 4 damage to target tapped creature.
[-8]: Look at the top X cards of your library, where X is your life total. You may put any number of nonland permanent cards with mana value 3 or less from among them onto the battlefield. Then shuffle.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Appeal to Eirdu {3}{W}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
One or two target creatures each get +2/+1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boulder Dash {1}{R}

Sorcery

Boulder Dash deals 2 damage to any target and 1 damage to any other target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlebane Battler {1}{G}

Creature -- Kithkin Soldier

Trample, ward {2}
This creature enters with five -1/-1 counters on it.
Whenever another creature you control enters while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Curiosity {2}{R}

Sorcery

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Exile the top two cards of your library. If this spell's additional cost was paid, exile the top three cards instead. Until the end of your next turn, you may play those cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Changeling Wayfinder {3}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Strike {R}

Sorcery

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Cinder Strike deals 2 damage to target creature. It deals 4 damage to that creature instead if this spell's additional cost was paid.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Inferno {3}{R}{R}

Enchantment

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
As this enchantment enters, choose a creature type.
Double all damage that sources you control of the chosen type would deal.

[sideboard]

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Dundoolin Weaver {1}{G}

Creature -- Kithkin Druid

When this creature enters, if you control three or more creatures, return target permanent card from your graveyard to your hand.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enraged Flamecaster {2}{R}

Creature -- Elemental Sorcerer

Reach
Whenever you cast a spell with mana value 4 or greater, this creature deals 2 damage to each opponent.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firdoch Core {3}

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamebraider {1}{R}

Creature -- Elemental Bard

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foraging Wickermaw {2}

Artifact Creature -- Scarecrow

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{1}: Add one mana of any color. This creature becomes that color until end of turn. Activate only once each turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giantfall {1}{R}

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature an opponent controls.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton {1}{R}

Creature -- Goblin Scout

{T}, Blight 1: Discard a card. If you do, draw a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

1/3

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Gristle Glutton {1}{R}

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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kinsbaile Aspirant {W}

Creature -- Kithkin Citizen

As an additional cost to cast this spell, behold a Kithkin or pay {2}. (To behold a Kithkin, choose a Kithkin you control or reveal a Kithkin card from your hand.)
Whenever another creature you control enters, this creature gets +1/+1 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kinsbaile Cavalier {3}{W}

Creature -- Kithkin Knight

Knight creatures you control have double strike.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kirol, Attentive First-Year {1}{R/W}{R/W}

Legendary Creature -- Vampire Cleric

Tap two untapped creatures you control: Copy target triggered ability you control. You may choose new targets for the copy. Activate only once each turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Zealot {5}{R}

Creature -- Elemental Warrior

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.
Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Zealot {5}{R}

Creature -- Elemental Warrior

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.
Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lasting Tarfire {1}{R}

Enchantment

At the beginning of each end step, if you put a counter on a creature this turn, this enchantment deals 2 damage to each opponent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lasting Tarfire {1}{R}

Enchantment

At the beginning of each end step, if you put a counter on a creature this turn, this enchantment deals 2 damage to each opponent.

[sideboard]

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Lofty Dreams {3}{U}{U}

Enchantment -- Aura

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Enchant creature
When this Aura enters, draw a card. Enchanted creature gets +2/+2 and has flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merrow Skyswimmer {3}{W/U}{W/U}

Creature -- Merfolk Soldier

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Flying, vigilance
When this creature enters, create a 1/1 white and blue Merfolk creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrormind Crown {4}

Artifact -- Equipment

As long as this Equipment is attached to a creature, the first time you would create one or more tokens each turn, you may instead create that many tokens that are copies of equipped creature.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonlit Lamenter {2}{W}

Creature -- Treefolk Cleric

This creature enters with a -1/-1 counter on it.
{1}{W}, Remove a counter from this creature: Draw a card. Activate only as a sorcery.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reluctant Dounguard {2}{W}

Creature -- Kithkin Soldier

This creature enters with two -1/-1 counters on it.
Whenever another creature you control enters while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverguard's Reflexes {1}{W}

Instant

Target creature gets +2/+2 and gains first strike until end of turn. Untap it.

[sideboard]

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Soulbright Seeker {R}

Creature -- Elemental Sorcerer

As an additional cost to cast this spell, behold an Elemental or pay {2}. (To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)
{R}: Target creature you control gains trample until end of turn. If this is the third time this ability has resolved this turn, add {R}{R}{R}{R}.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stratosoarer {4}{U}

Creature -- Elemental

Flying
When this creature enters, target creature gains flying until end of turn.
Basic landcycling {1}{U} ({1}{U}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun-Dappled Celebrant {4}{W}{W}

Creature -- Treefolk Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Vigilance

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun-Dappled Celebrant {4}{W}{W}

Creature -- Treefolk Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Vigilance

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tend the Sprigs {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control seven or more lands and/or Treefolk, create a 3/4 green Treefolk creature token with reach. (It can block creatures with flying.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Imbuer {3}{W}

Creature -- Kithkin Advisor

Whenever a creature you control attacks alone, it gets +X/+X until end of turn, where X is the number of Kithkin you control.

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timid Shieldbearer {1}{W}

Creature -- Kithkin Soldier

{4}{W}: Creatures you control get +1/+1 until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinflame Travelers {2}{U}{R}

Creature -- Elemental Sorcerer

Flying
If a triggered ability of another Elemental you control triggers, it triggers an additional time.

[sideboard]

3/3

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Unforgiving Aim {2}{G}

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Create a 2/2 black and green Elf creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wary Farmer {1}{G/W}{G/W}

Creature -- Kithkin Citizen

At the beginning of your end step, if another creature entered the battlefield under your control this turn, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/3

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